

Family Night Games
Party Games and Ideas
Family Reunions
Youth Groups and Conferences
Fathers and Sons Outings
Neighborhood Parties



The
**LDS
Game
Book**

BY ALMA HEATON

Virtue

Pass out a piece of bubble gum to each member of the group. Have them all chew their gum and blow bubbles and really enjoy it. After a while have each take his out of his mouth and pass it to his neighbor. Naturally the reaction will be quite contrary to your command. Then present the point.

Gospel Application: How would you like a mate who was handled by someone else? Like your gum, you wouldn't want to share it with others because it is yours. This is the way the Lord wants us to meet our mates — clean, unhandled, pure, and virtuous.

Service

Players divide into teams and form two lines. Each girl ties a tie on her partner, and he, in turn, ties an apron on her. When this is accomplished, both go to a prescribed goal and return to serve the next couple and the team by giving up their tie and apron. The next couple repeats the performance and the team completed first wins.

Gospel Application: Progress is happiness and results from cooperation and service.

Prophets

Each class member is given a small card and a pencil and is told to write his first and last name vertically down the card. Each tries to name as many prophets or Bible characters as he can by using the letters in his name as initials.

Happiness

Before the game begins, the teacher should hand out cards and pins and ask each participant to write the name of an object that means happiness to him and pin it on. After this is done, the teacher should glance at all the cards, and those who have materialistic names on their cards should be asked to go out for a few minutes. They should not know why.

The teacher then explains to the rest of the group that he will go around the circle and ask the class what happiness means to them. Each time he will choose several of the students but only those with the materialistic happiness cards. As they reply what happiness is to them, those whom he has asked have to get up and follow him around the circle. When he yells, "I'm sad" everyone has to go back to his own seat. The catch is that those people who had materialistic things will have no chair because their chairs have either been moved out or those sitting down have moved into their chair. Thus everytime the person with the materialistic values should lose his seat.

After the first explanation, the other players are asked to return and the game is explained to them with the exception of their real part. The game then proceeds.

Gospel Application: After playing this game a discussion should follow. Those who strive for spiritual things, things that will really bring happiness, are always the winners, while those who go after materialistic and worldly things are losers and will not have true happiness.

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Book of Mormon

Seat the group in a circle. The first person starts out by saying, "I'm Nephi, the son of Lehi." The second person refers to the first, "He's Nephi, the son of Lehi. I'm Moroni, the son of Mormon." This continues around the circle, each one going back to the first and repeating everyone's name and designation and adding another.

Peace

Each player takes paper and pencil and at a given signal jots down five items in the room which reminds him of peace. The first one completed receives a treat after explaining why each item listed reminds him of peace.